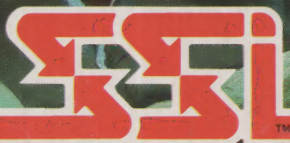
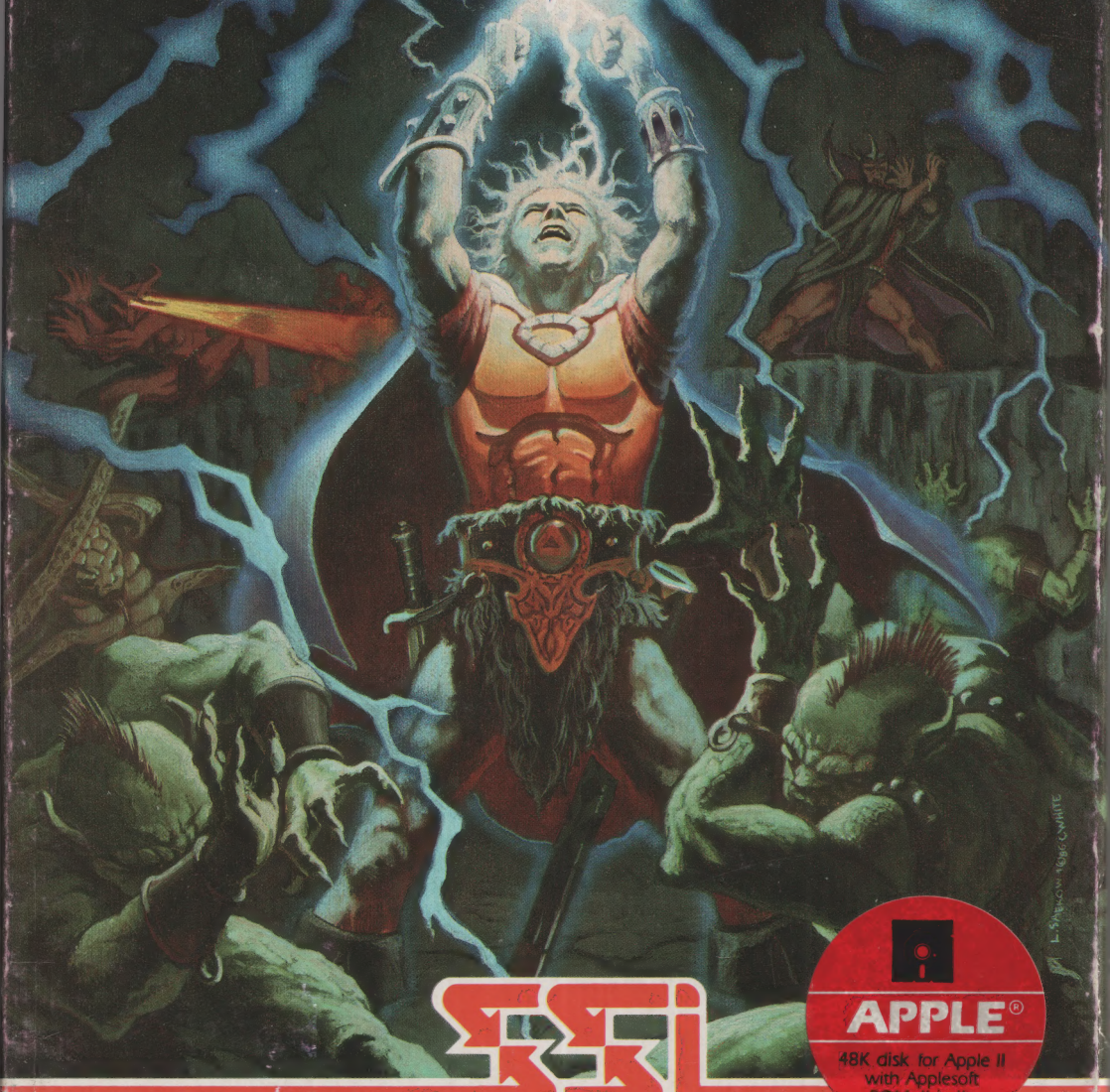


A FULLY ANIMATED FANTASY ADVENTURE

RINGS OF ZILFIN™



© 1986 by STRATEGIC SIMULATIONS, INC.

All rights reserved.

ZILFINS — *Mighty wizards who established in the town of Batinq an enchanted realm of peace and prosperity. Their crowning achievement was the creation of two rings which, worn together, endowed the wearer with supernatural power.*

LORD DRAGOS — *A fiendish necromancer who now holds Batinq in thrall. Captor of one magic ring, Dragos needs only its mate to attain invincibility.*

The sole hope for thwarting this evil is... you.

Possessing innate magical ability, you set forth on a perilous quest to find and reunite the legendary rings and depose the dark overlord.

Your wondrous journey unfolds in RINGS OF ZILFIN, a fantasy game whose revolutionary graphics add an unprecedented realism to the action you direct. The fully animated scrolling screen grants you step-by-step control as you journey through the dangerous expanses of Batinq. A host of characters, including elves, dragons, kings, and sorceresses, might provide helpful clues. But the tyrant's monstrous minions,

such as flying skulls, shape shifters, goblin monks, and death ray demons, threaten constant attack. Destroy them with arrows or swords or the protective properties of special plants.

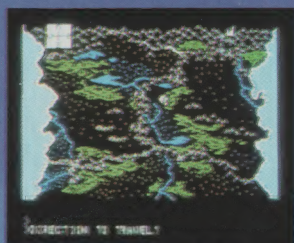
But your best weapon comes from developing your latent powers until you attain the status of Grand Master Wizard and can weave potent spells.

Time grows short. Hasten to seek the fabled Zilfins and their incomparable Rings of Power. Then wield them well.

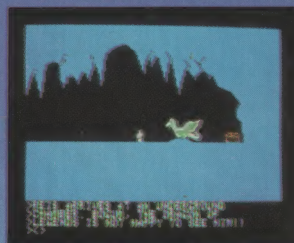
Screen displays shown are from the APPLE®. Displays from other computer(s) may vary.

APPLE is a registered trademark of Apple Computer, Inc.

MADE IN U.S.A.



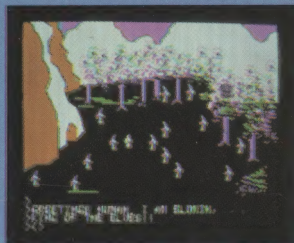
The realm of Batinq.



An encounter with Bogum, dragon of legend.



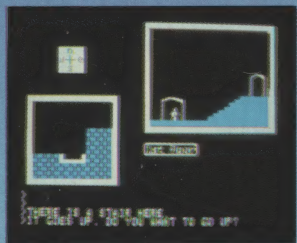
Shopping for supplies in Tel-Biz.



Greetings from the Elven King.



Proceeding through a tunnel in the forest.



Exploring a dungeon.



A fireside chat with a party of dwarves.

RINGS OF ZILFIN



STRATEGIC
SIMULATIONS,
INC.

RINGS OF ZILFIN



STRATEGIC
SIMULATIONS,
INC.

RINGS OF ZILFIN was designed by **Ali N. Atabek**.

■ **PLAYING TIME:** 30 to 40 hours. ■ Fully animated in all phases of the game.

Box cover design/illustration by **LOUIS HSU SAEKOW** and **CHRISTOPHER WHITE**.

Includes graphics routines from Penguin Software's Graphics Magician®.

- Explore the realm of Batinqi: 3 nations, 27 towns and villages, two dungeons, plus much more.
- Meet and converse with over 100 local inhabitants.
- Battle dozens of monsters such as goblins, trolls, shape shifters and demons.
- Utilize your resources of assorted weapons, armor, plants and magical pools in your dangerous quest.
- Choose from among several modes of magical and physical combat.
- Enjoy full animation in all phases of the game.

